PRESENTING THE

Sirius™ Product Catalog

FUN EXCITEMENT

VIDEO GAMES

SUMMER 1983

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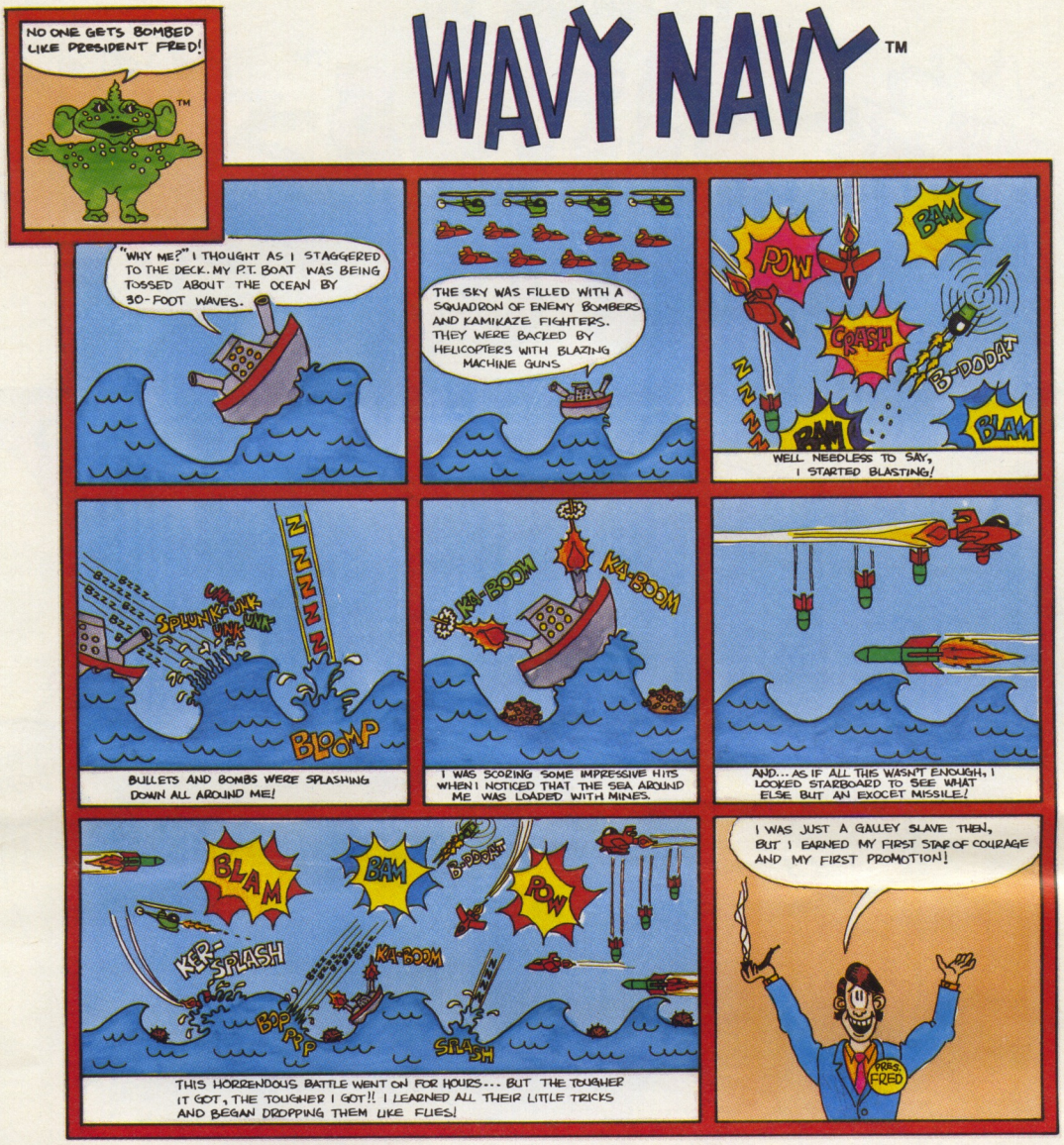
WAVY NAVY™



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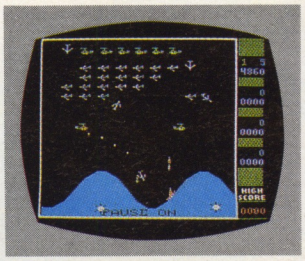
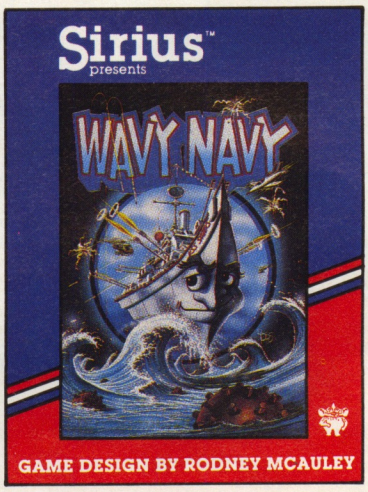


Apple II, II+ & IIe Disk
Atari 800 & 1200 Disk
Commodore 64 Disk



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Game design by Ernie Brock and Jim Hauser.

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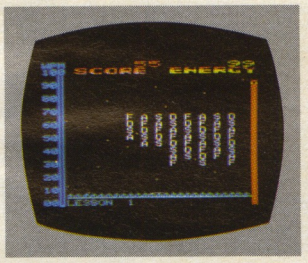
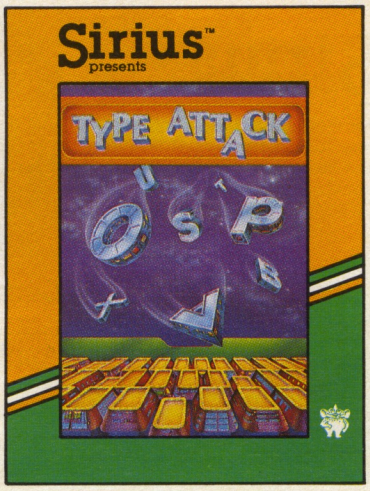


Apple II, II+ & IIe Disk

Atari 800 & 1200 Disk
VIC-20 Cartridge
Commodore 64 Disk



THE BLADE OF BLACKPOOLE™

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Commodore 64 Disk
Atari 800 & 1200 Disk
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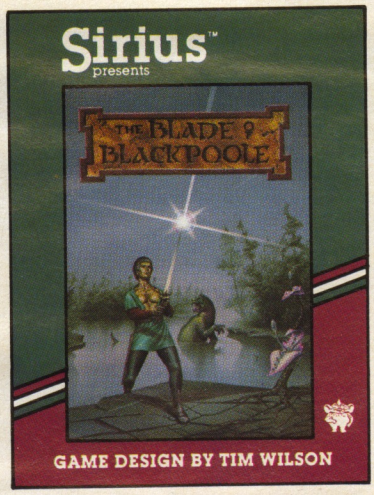

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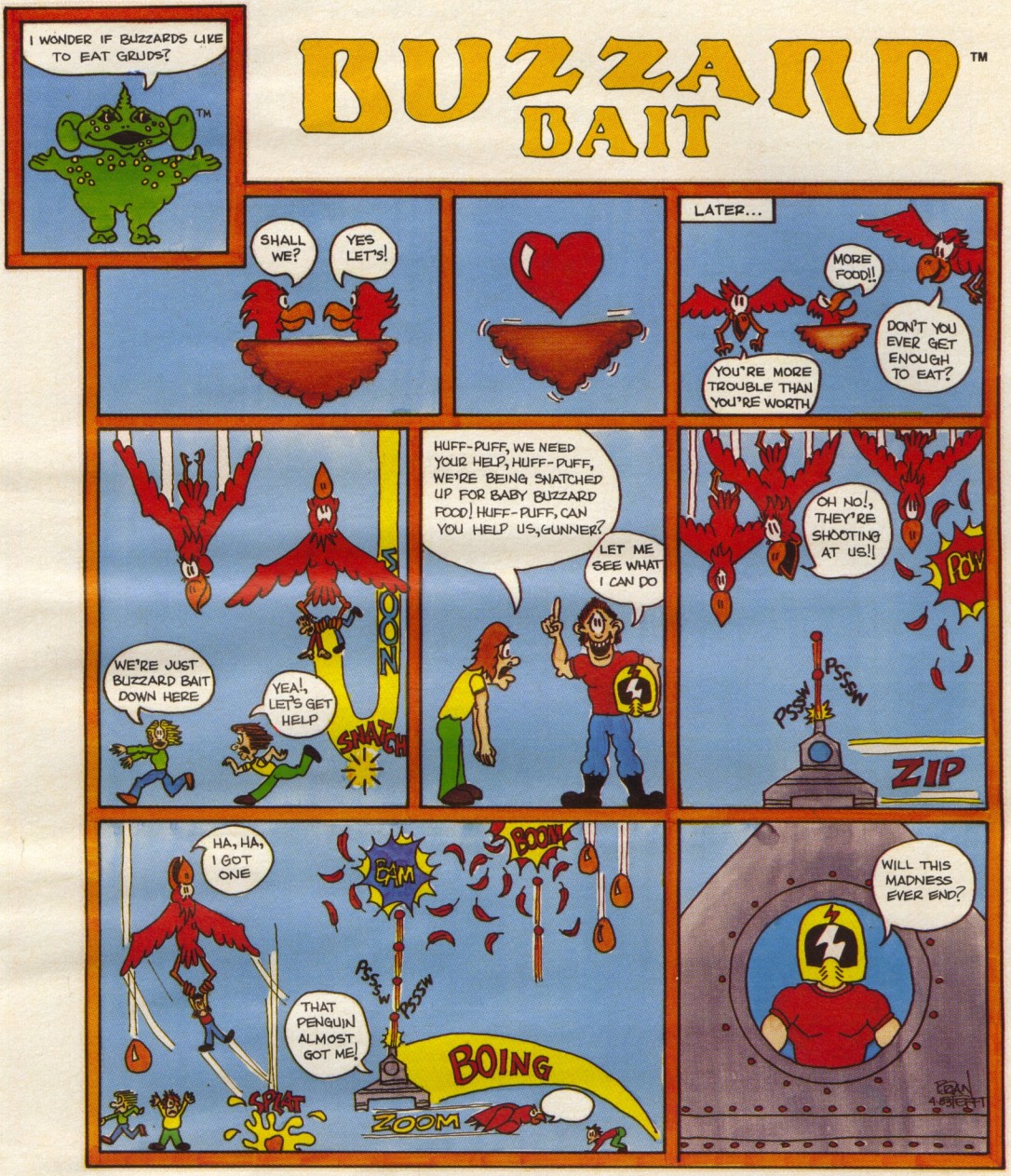

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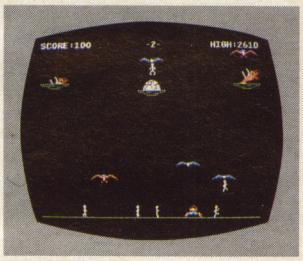

Apple II, II+ & IIe Disk
IBM-PC Disk

Game design by Mike Ryeburn.
IBM-PC version programmed by Uriah Barnett.
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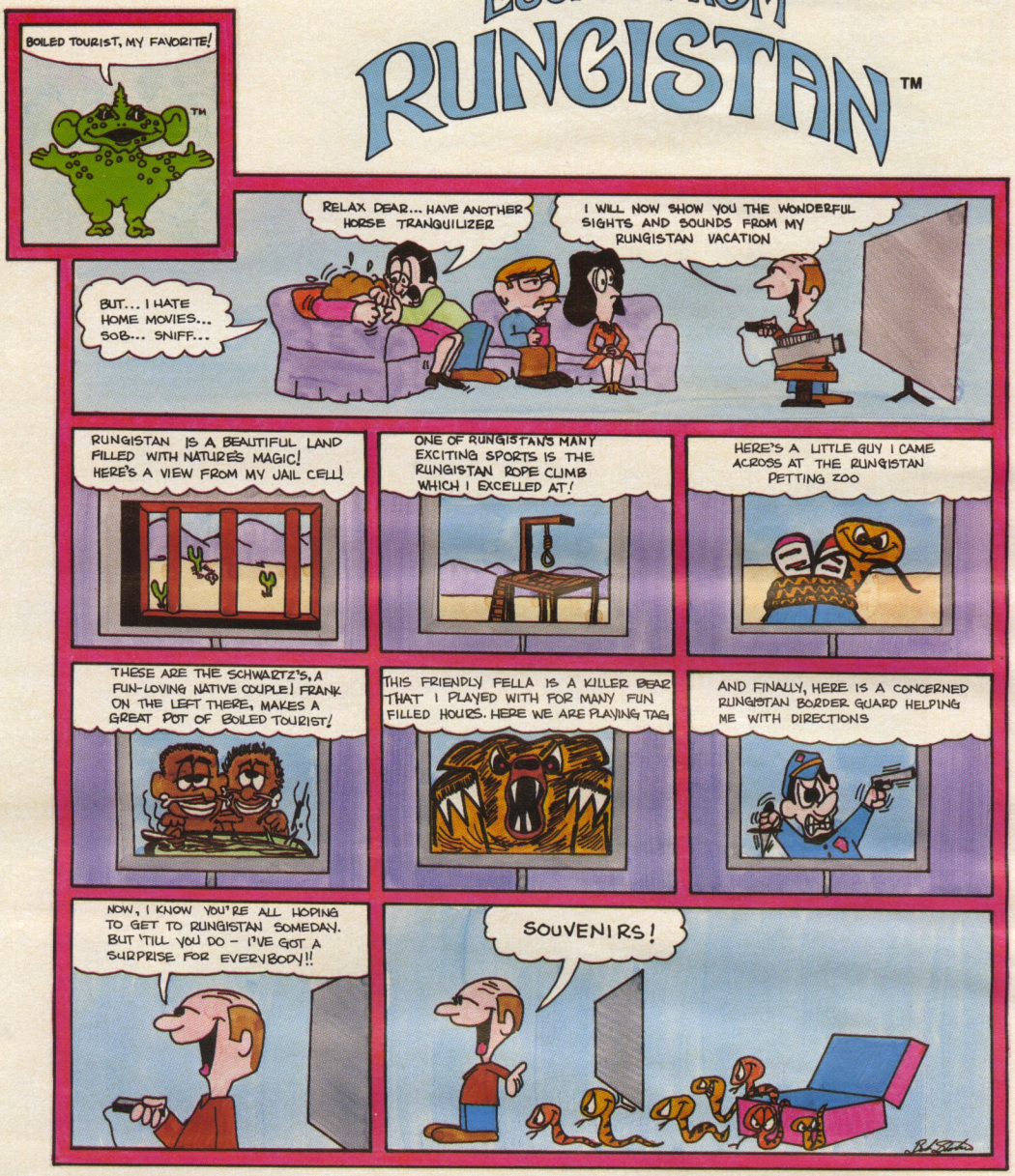

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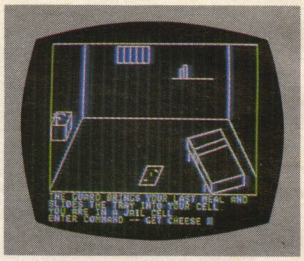
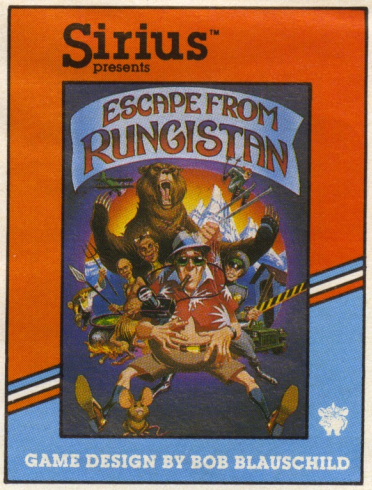


Apple II, II+ & IIe Disk



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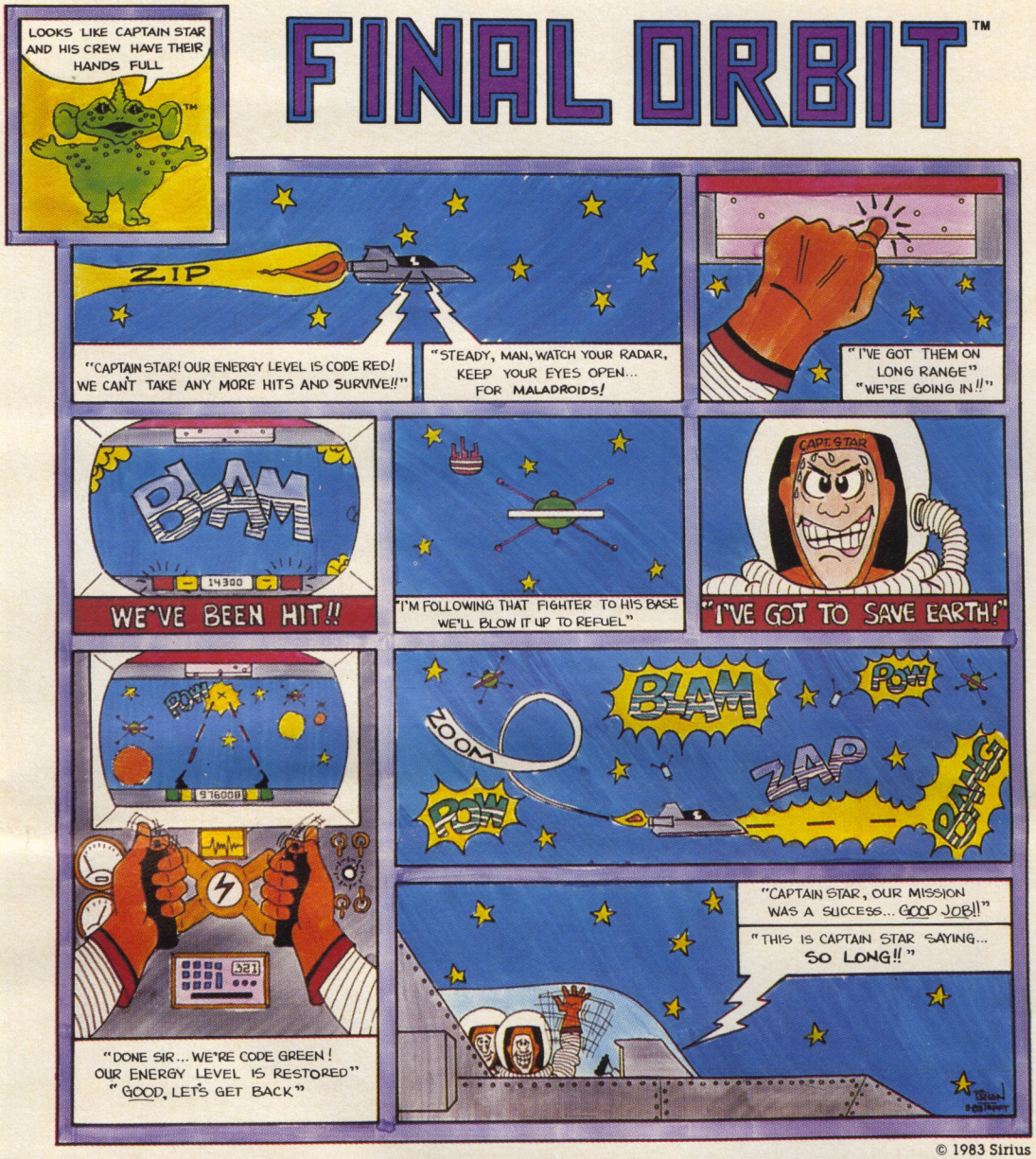

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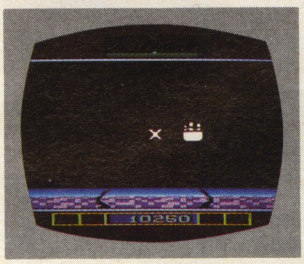

Atari 400, 800 & 1200 Cartridge

VIC-20 Cartridge

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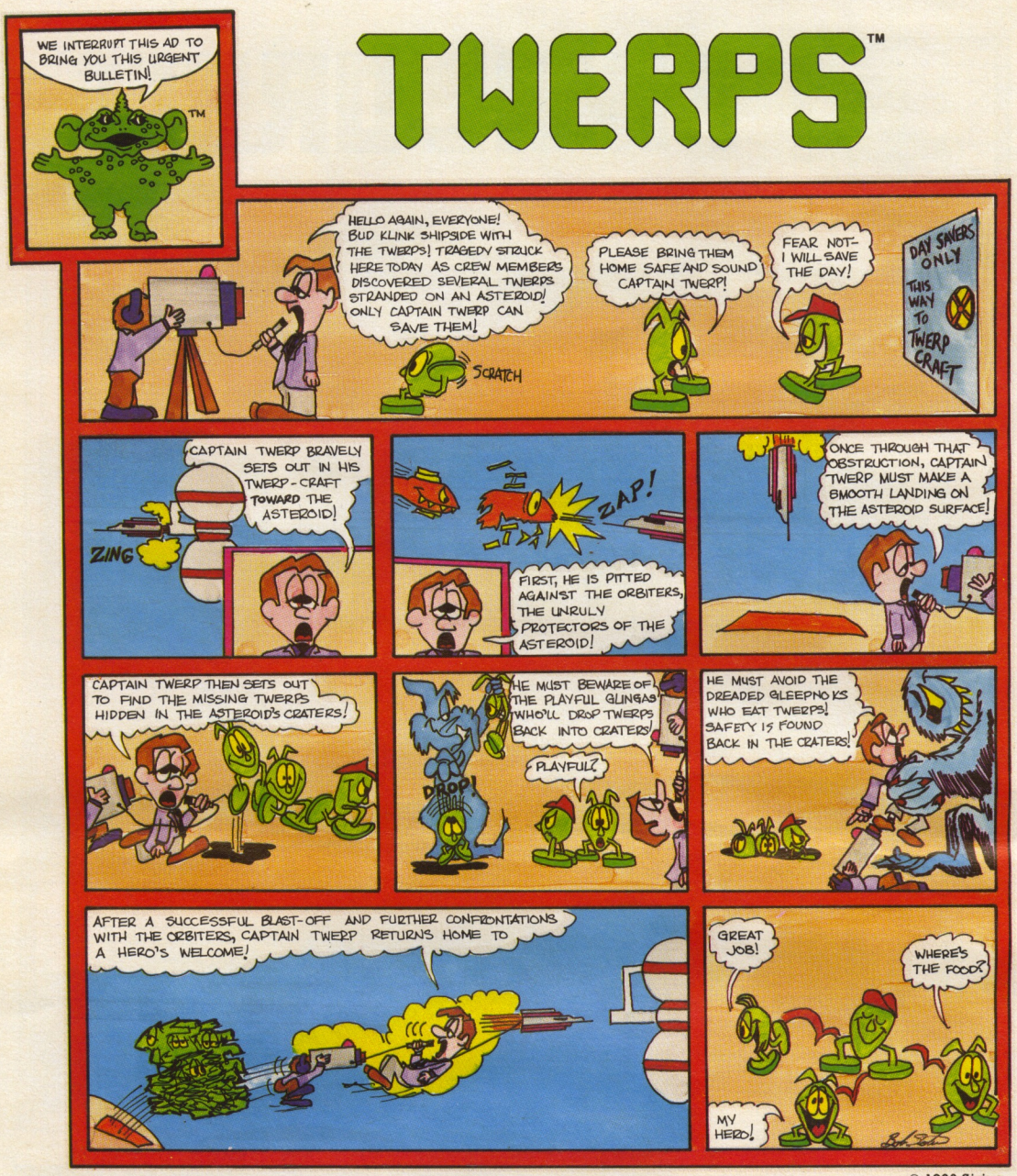
TWERPS™



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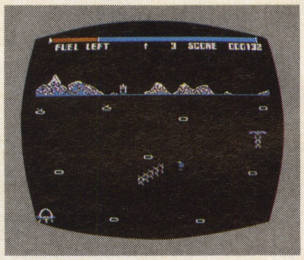
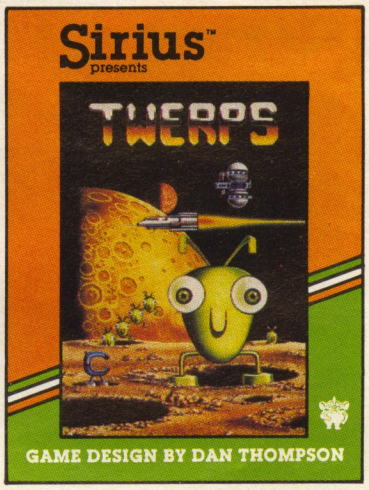


Atari 800 & 1200 Disk
Apple II, II+ & IIe Disk



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SQUISH'EM™

I'D PLAY THIS GAME BUT I ALREADY HAVE A BUMP ON MY HEAD

JUST TRY IT, I DARE YA

I'LL GIVE HIM A HEADACHE HE WON'T FORGET

YEA!

READY GANG? LET'S GET HIM!

I'LL DROP THE HAMMERS

I'LL DRC THE SINA

THIS ISN'T AS EASY AS I THOUGHT!

BOMBS AWAY

OUCH!

YOU WON'T GET ME!

COME BACK HERE

HA!! I'LL SQUISH'EM

THAT MONEY'S MINE

SQUISH'EM

I'M RICH!!

HE MADE IT

DARN!

DRAT!

I'LL GET HIM NEXT TIME

WOOSH

ALL I DID WAS SQUISH'EM

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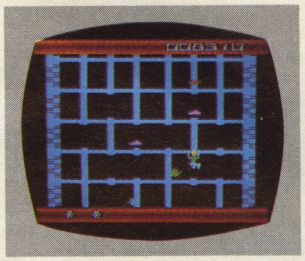
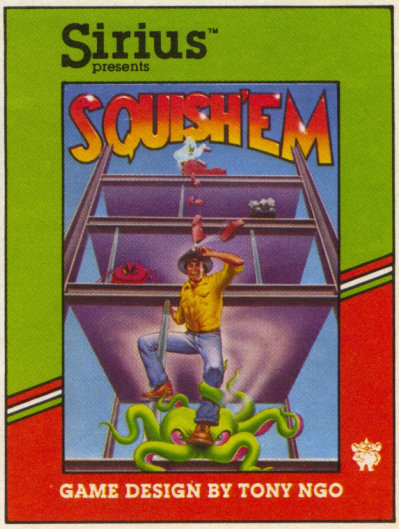


Atari 400, 800 & 1200 Cartridge

Commodore 64 Disk

VIC-20 Cartridge



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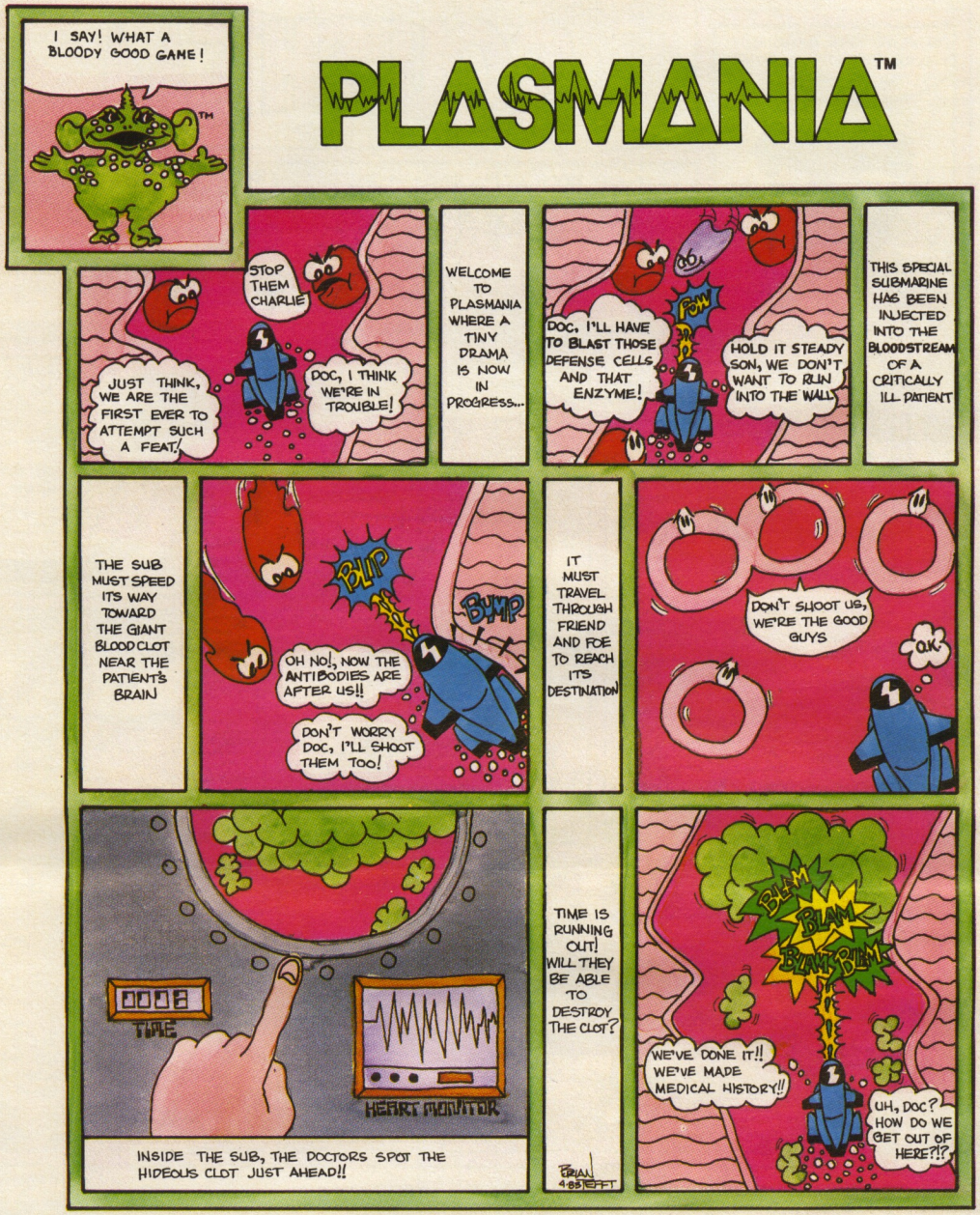
PLASMANIA™



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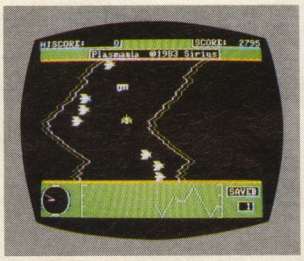
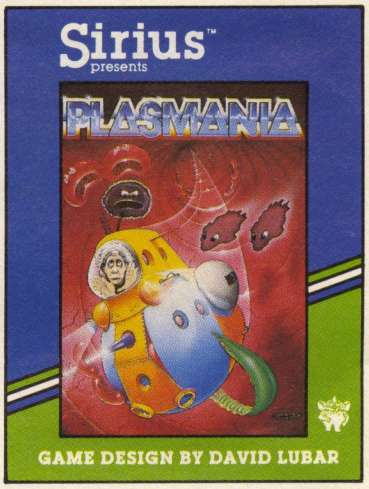


Apple II, II+, IIe Disk
VIC-20 Cartridge



Game design by David Lubar.
Apple version programmed by Lewis Geer.
VIC-20 version programmed by Erich Horn.
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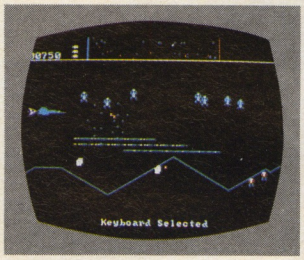

IBM-PC Disk w/color card

Programmed by Mike Hopcroft.

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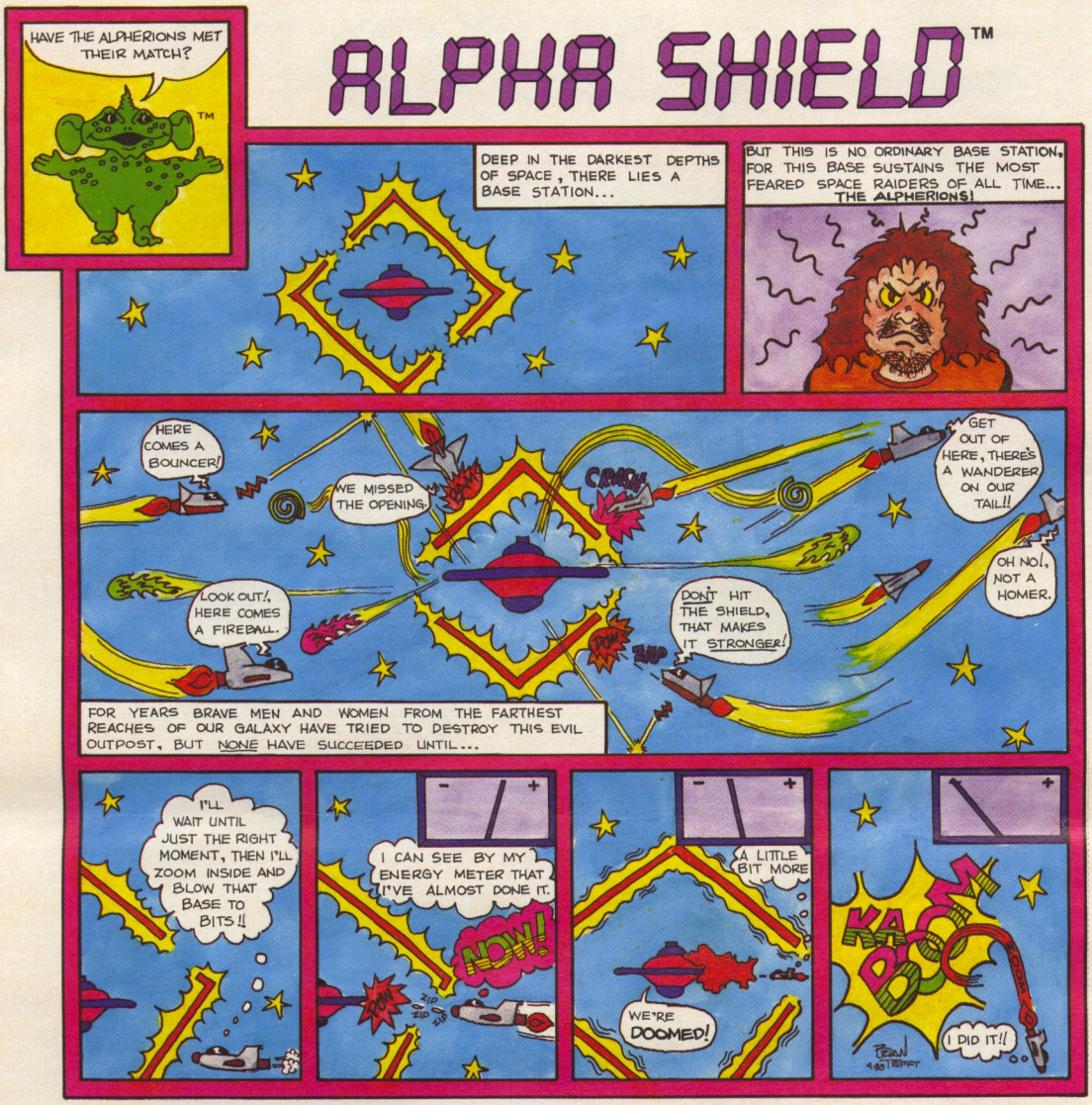

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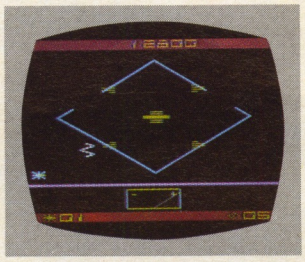
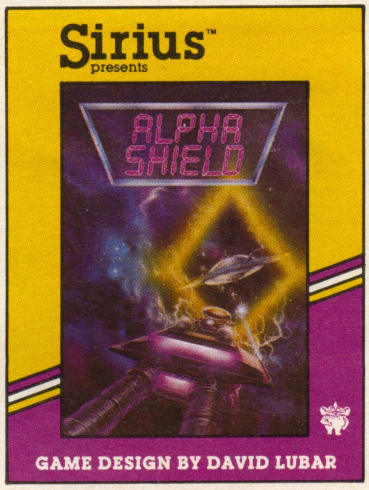


Atari 400, 800 & 1200



WAYOUT™

I NEVER GET LOST! EVERYONE KEEPS TELLING ME WHERE TO GO!

EVERYONE THAT COMES INTO MY MAZE JUST CAN'T WAIT TO LEAVE. I GET SO LONELY...

HEY!, IF I STEAL THAT CLOWN'S COMPASS AND MAPMAKER, MAYBE HE'LL CHASE ME I LIKE TO PLAY CHASE!

WHOOSH

WELL BUST MY BUTTONS, I'M LOST AGAIN! WAIT! COULD THAT WIND BE COMING FROM THE WAYOUT?!?

HA! HA!

SNATCH

I'VE BEEN ROBBED! NOW I'LL NEVER GET OUT! I'VE GOT TO GET THEM BACK!

HA! HA! YOURSELF

TRIP

OOOH NOOO!!

NOW, WHERE DID THAT BUFFOON GO?

SCRATCH

THERE'S THE WAYOUT! NOW, IF I CAN JUST SLIP BY MR. CLEPTANGLE!?!

WOOSH

SO LONG, TROUBLE MAKER! I'M ON MY WAYOUT!!

WAIT! COME BACK HERE!! I JUST WANTED TO HAVE A LITTLE FUN!

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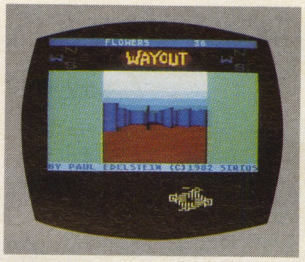

Apple II, II+ & IIe Disk
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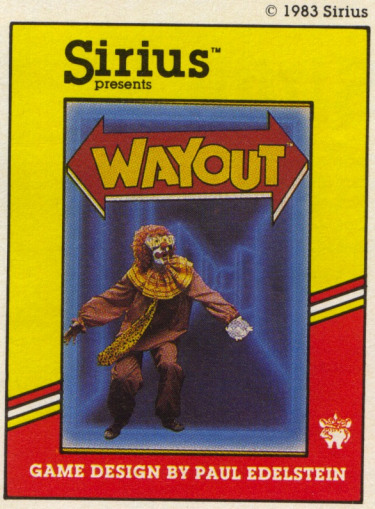

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SPIDER·CITY™

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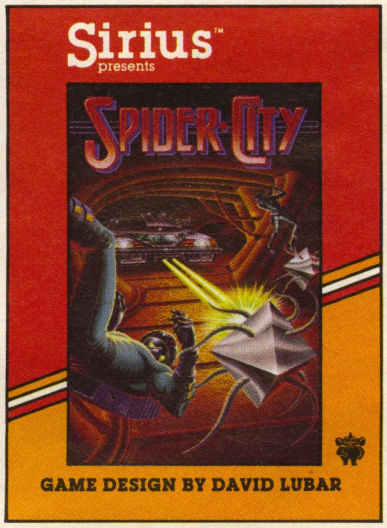
Atari 400, 800 & 1200 Cartridge
VIC-20 Cartridge



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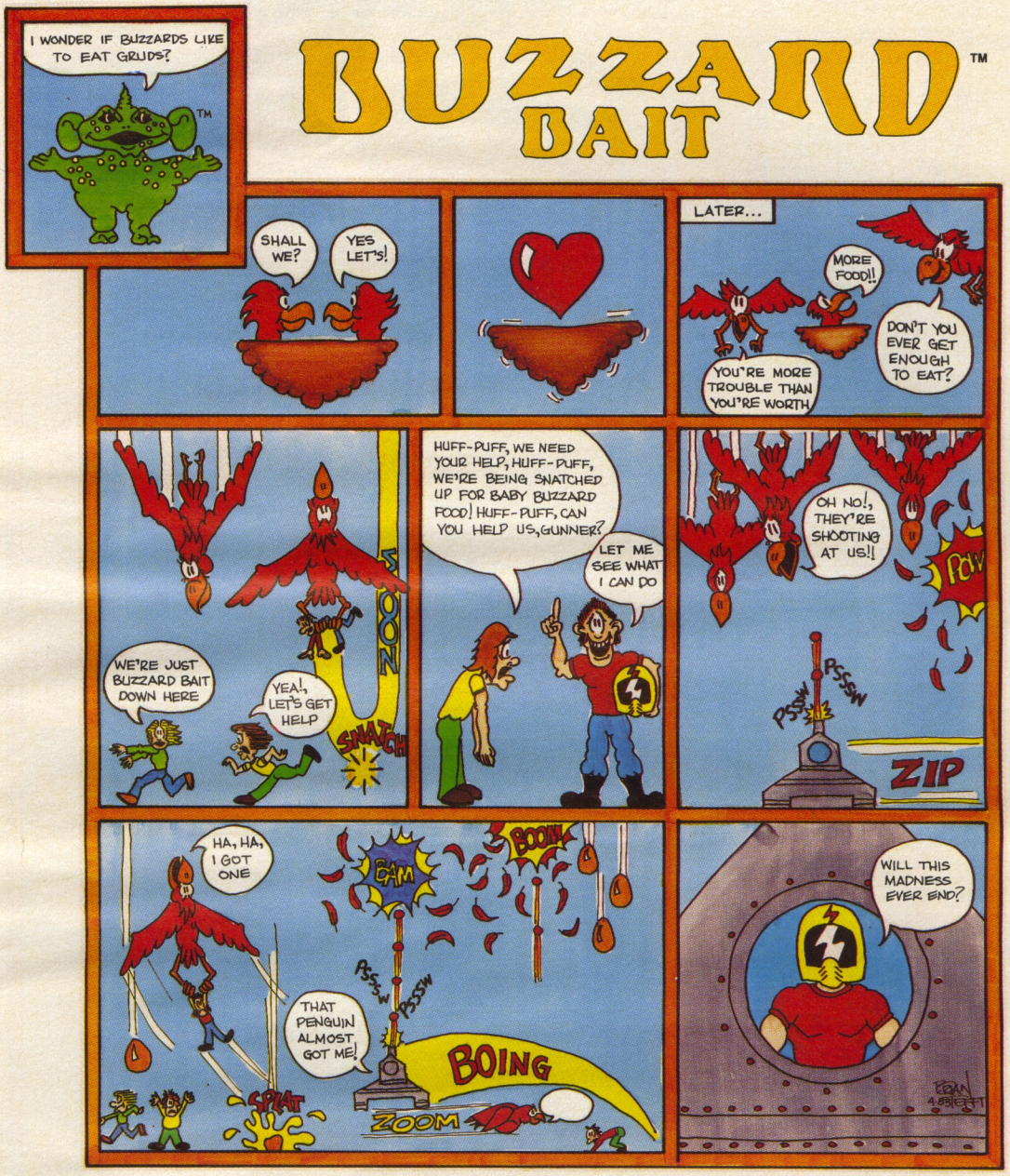

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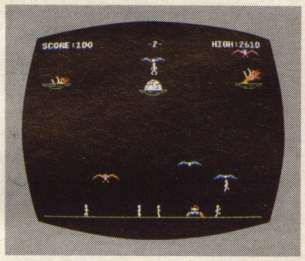
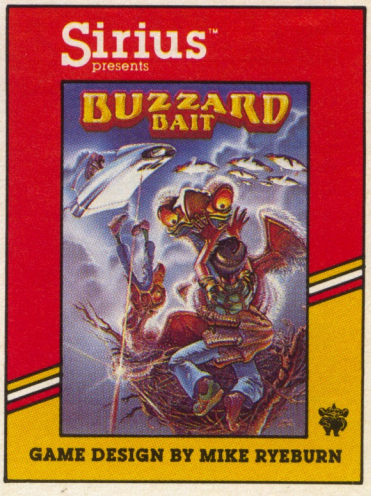


Apple II, II+ & IIe Disk
IBM-PC Disk



Game design by Mike Ryeburn.
IBM-PC version programmed by Uriah Barnett.
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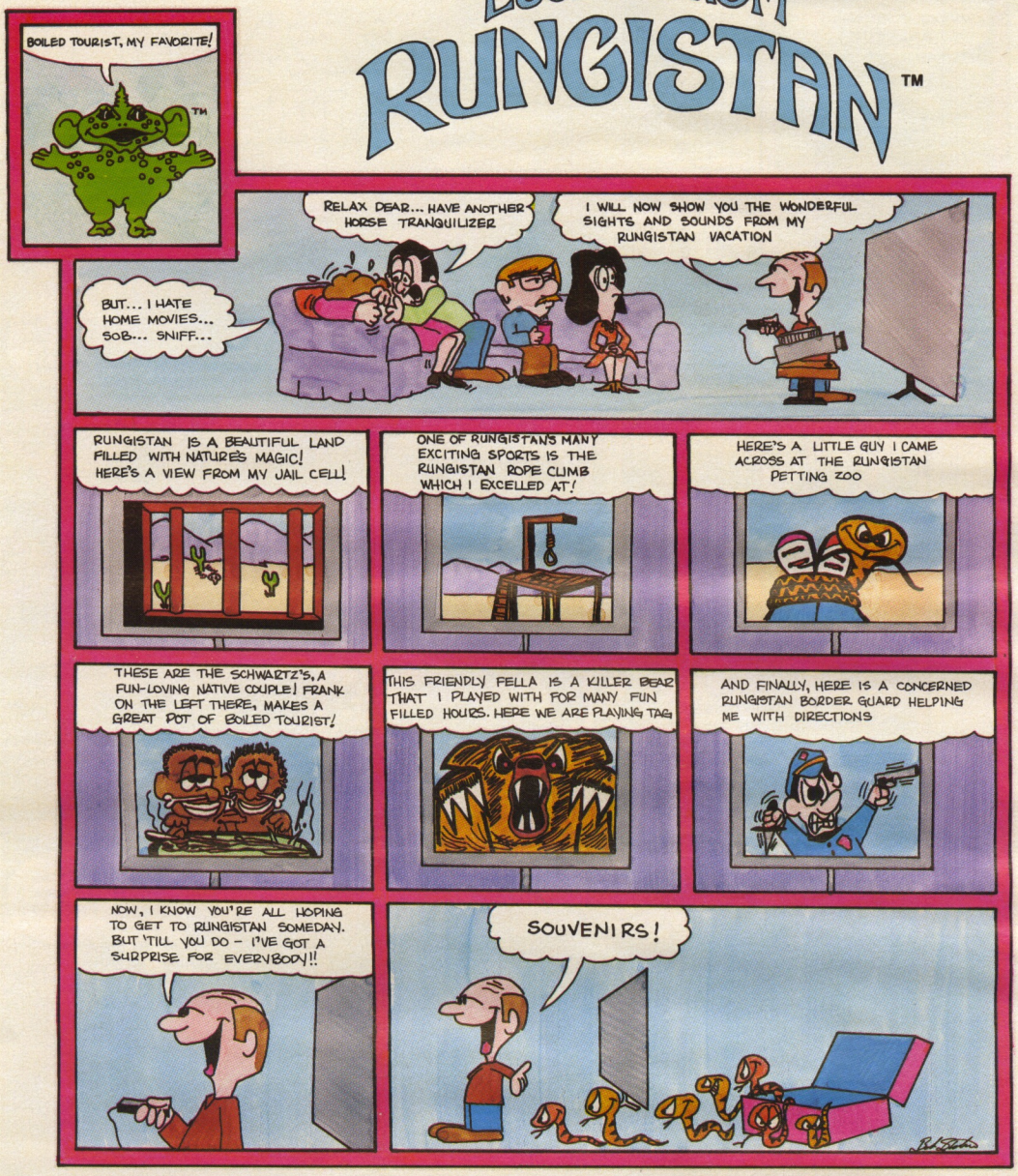

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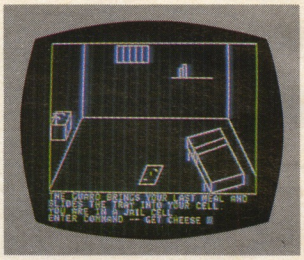
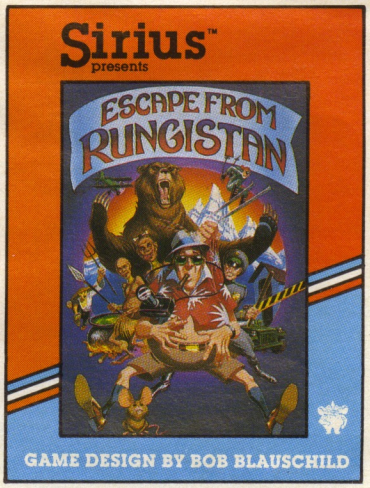


Apple II, II+ & IIe Disk



Game design by Bob Blauschild

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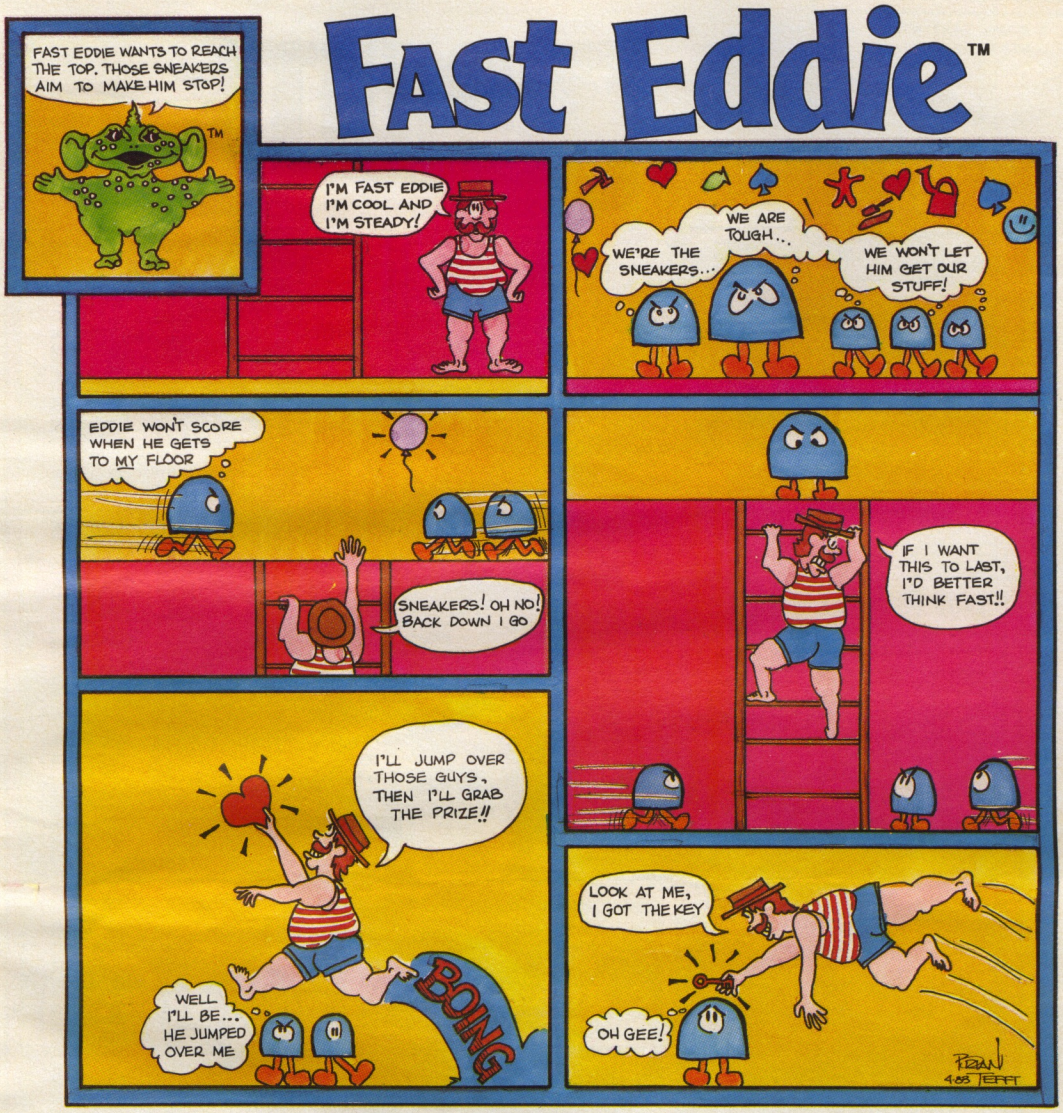
Fast Eddie™



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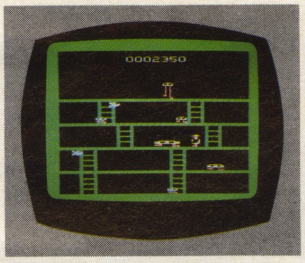
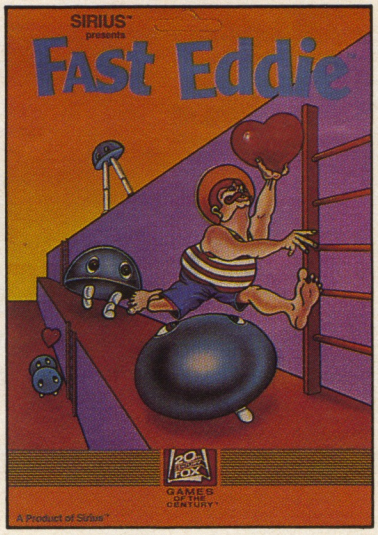


Atari 400 & 800 Cartridge

VIC-20 Cartridge
Commodore 64 Disk

Game design by Mark Turmell



BANDITS™

A GAME THAT WILL STEAL YOUR HEART!

SO YOU THINK YOU CAN STOP THE SPACE BANDITS FROM STEALING OUR SUPPLIES, HUH?

YES SIR! GIRLS LIKE TO PLAY VIDEO GAMES TOO!!

BUT WHAT ABOUT THE PHALANXES, TORRENTS, AND CARRIERS?

HECK! I'LL JUST BLOW THEM TO BITS!

O.K. KID, YOU'RE ON!

BAM

TAKE THAT YOU MEANIE MENACE

POW

AND THAT YOU NASTY NUISANT

KA-BOOM

YOU TORRENTS ARE REAL TURKEYS

THOSE NERVE GAS BALLOONS DON'T SCARE ME!

WHO WAS THAT LITTLE GIRL?

WOW!

EAT YOUR HEART OUT CAPTAIN STAR!!

BRIAN SOBOLEFFT

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Game design by Tony and Benny Ngo.
VIC-20 version programmed by Leonard Bertoni.
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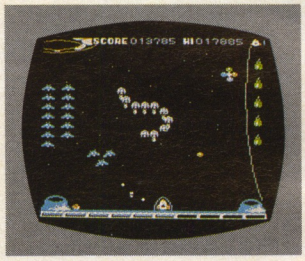
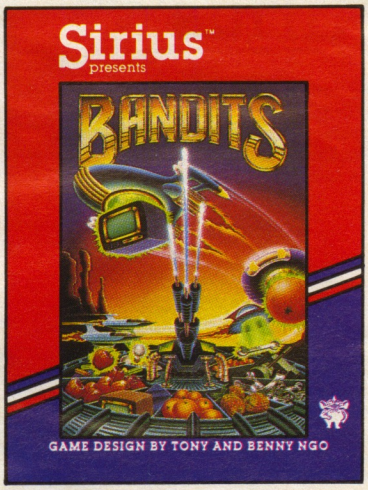
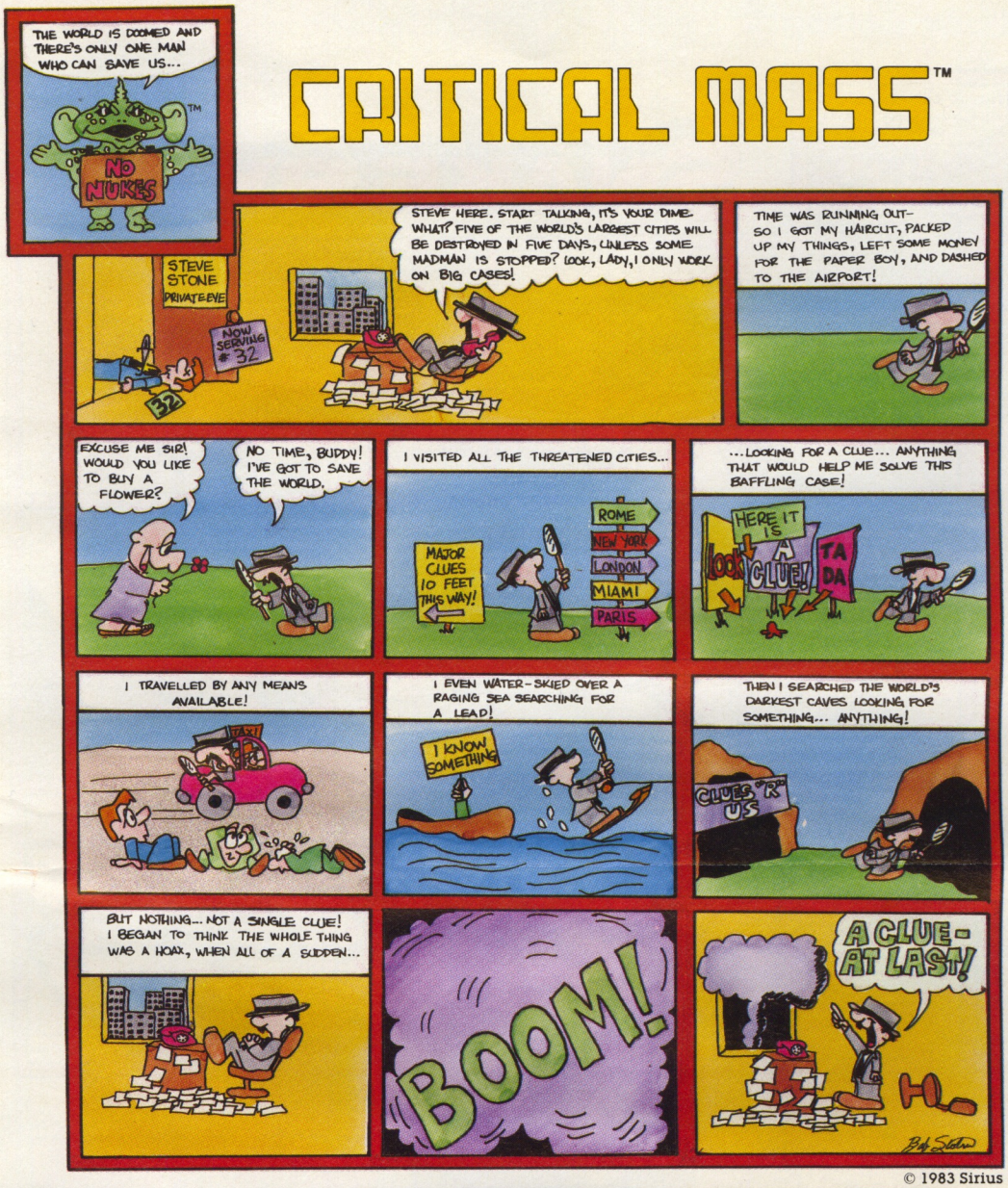


Apple II, II + & IIe Disk
Atari 800 & 1200 Disk
Commodore 64 Disk
VIC-20 Cartridge



CRITICAL MASS™



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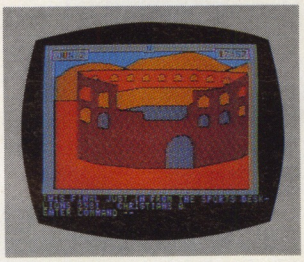
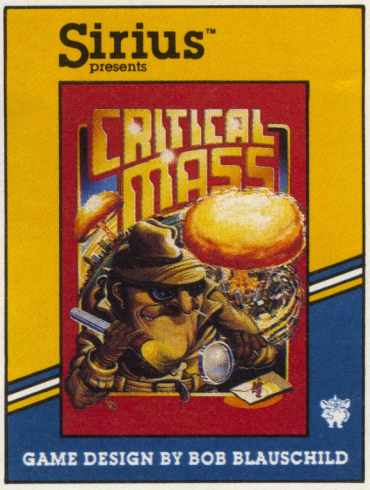


Apple II, II+ & IIe Disk
Atari 800 & 1200 Disk
Commodore 64 Disk



Game design by Bob Blauschild.
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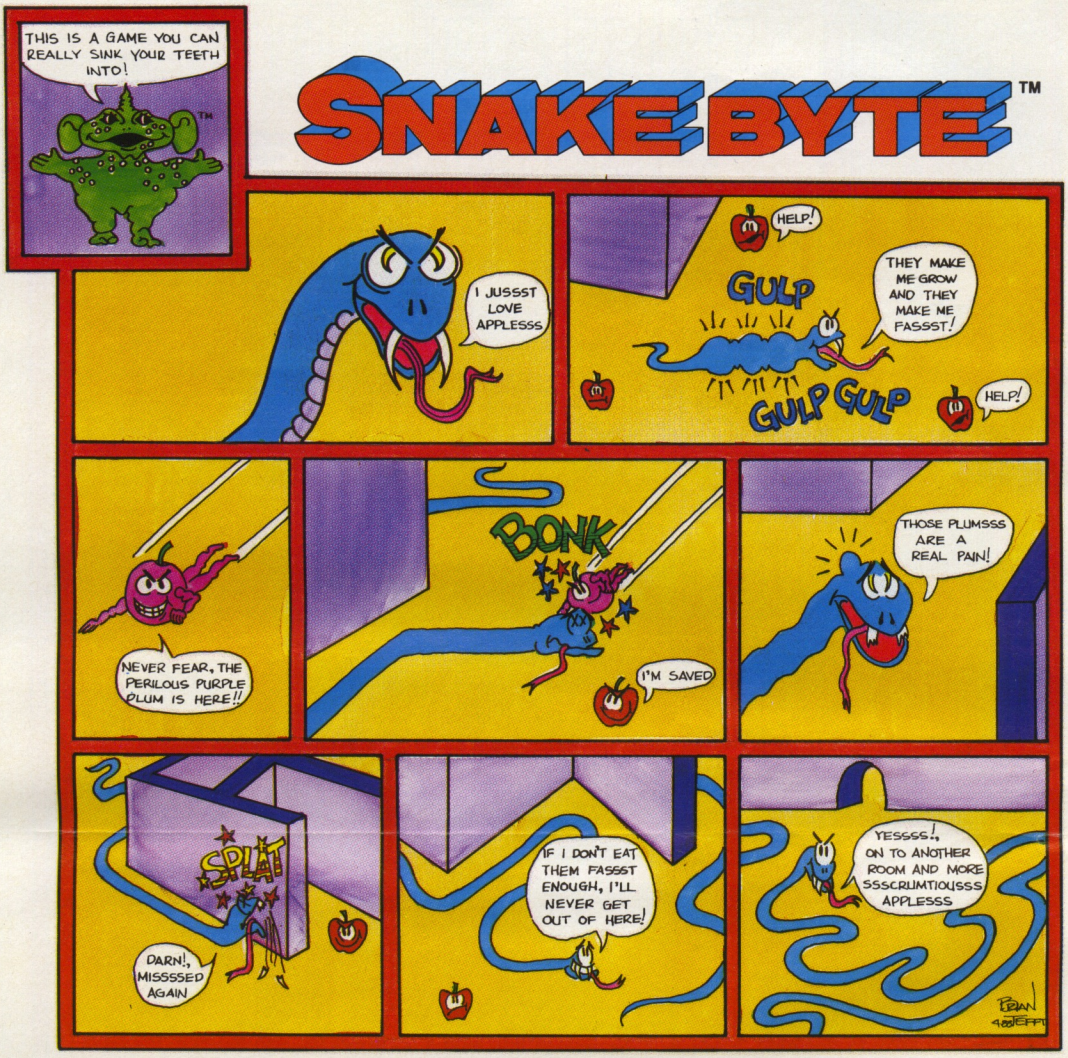

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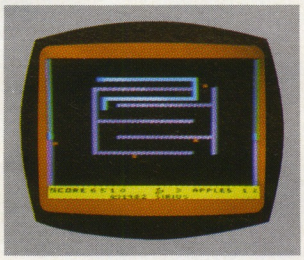
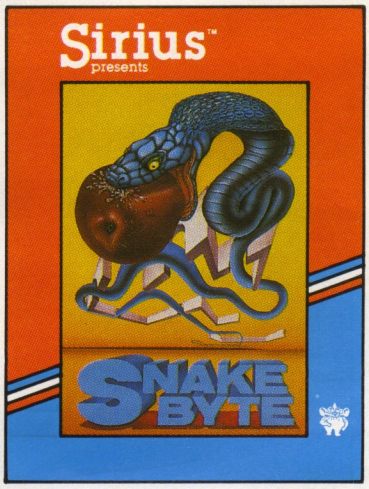


Atari 800 & 1200 Disk
VIC-20 Cartridge
Commodore 64 Disk
Apple II, II+ & IIe Disk

Game design by Chuck Sommerville



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